

Title: Chapter Three, Part 3

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Third Chapter: Rise of the Britannian Kingdom

Into this time of relative peace among humanity, war erupted again with the orcs. Paws was overwhelmed and reduced to ruin, its only survivor being Crawworth, who became well known in Trinsic. Next, the unthinkable happened, and Trinsic itself was sacked and much of it set ablaze. The paladins resolved not to leave themselves similarly vulnerable in the future, and the city was reconstructed entirely of stones with massive inner and outer defensive walls.

Trinsic was from that time impervious to the orcish hosts, and the orcs withdrew to new encampments near Yew and Cove.

Before long Trinsic's fortifications would serve it well. Alone in the deep jungle, the village of Linelle ran afoul Brothers' Graves of an evil witch, but the villagers were not defenseless and managed to slay her. The witch, however, had three sons, each with strange powers. One radiated extreme heat to burn anyone near, another assailed attackers with freezing cold, while the third issued deadly poison.

The three took their revenge upon Linelle and slaughtered its people. In their continuing fury, they challenged Trinsic also, but the paladins laid the brothers low.

In Britain, a newly invested grandmaster mage, Relvinian perfected the spell to summon daemons. He promoted daemons as a means to free Britannians from unnecessary physical labor, but not everyone was convinced of the safety of the proposal. Lord British was willing to hear the merits of the plan, and so Relvinian was invited to demonstrate its potential at Lord British's castle. When the time came, the summoned daemons went on a rampage and killed the castle's cooking staff before being put down. Relvinian disappeared and shortly after created the hedge maze south of Britain to continue his research on daemon summoning in privacy. Relvinian, however, did not reside there long before disappearing again from history.

This was 300 years since the shattering of the Gem of Immortality.
